Radio Shack
TRS-80
COLOR COMPUTER

CAT. NO. 26-3310

PYRAMID 2000™

A 16K Adventure Game for the TRS-80 Color Computer

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Pyramid™

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Introduction

Before you lies the tip of the Great Lost Pyramid, its giant body concealed beneath a mountain of dry, shifting desert sand. Only the eroded tip stands as a mute tribute to the ancient ones—the builders of old, who wrought this silent crypt from stone dragged hundreds of miles under the ceaseless blazing heat of a contemptuous sun god.

The seal on the entrance is still unbroken—perhaps the tomb is still intact, untouched by the passage of time, impervious to the elements, still settled in quiet repose. There must be treasures. If even half of the stories about the Lost Pyramid are true . . . But why dwell on that now—you are here, and adventure awaits just a step away.

What? You say you've never used a computer to explore a pyramid before? Really, how interesting. That means you probably are not familiar with the Astral Projection technique that is required for exploration. Well, you look like an adventurous person, so I'll just briefly explain, and then you're on your own. The computer projects your Astral Image anywhere you wish, and you simply direct your image from the comfort of your keyboard. Of course you know that during the Astral Projection period, your Astral body is solid, vulnerable, and limited in understanding.

Because this technique is still new, there are many difficulties in using the procedure. For example, your Astral Image will only respond to one or two word commands, usually a verb and a noun (such as G E T L A M P), or a verb and something else (such as G O U P or G O E A S T). You will have to experiment to see which word combinations work. Usually directions can be just a single letter, such as N for North, U for Up, N W for Northwest, etc. You know, of course, that you must press ENTER after each complete command.

If you find treasures, you must return them to the entrance of the Pyramid in order to be credited with their discovery. Picking up a treasure within the Pyramid will earn you credits, but not as many as when you deposit the treasures at the entrance. To find the number of credits you have earned at any point, type S C O R E and press ENTER. If you forget your location, simply type L O O K and press ENTER to find your present location. Type I N V E N T O R Y for a listing of the items you are currently holding.

There are certain key words that will help you on your great adventure. For instance, to pick something up, you might have to G E T or T A K E it. Or you may have to D R O P or T H R O W something. There is even a chance you might have to C L I M B once or twice, but where you

do these things, you will have to figure out for yourself. Also, some things interact with others. For example, some objects cannot be caught because of something you might already be carrying—and some objects cannot be carried until you G E T a box to hold the object.

It won't be easy, but it will be fascinating and interesting. You might consider making a map as you explore each of the rooms and corridors in the Pyramid. It will save you from retracing your steps—it can't hurt, and it might help.

System Requirements

To enter the mystic world of Pyramid, you will need a 16K or 32K TRS-80 Color Computer, a color television, a Radio Shack cassette recorder, and connecting cables.

Loading the Program

Make sure that the Color Computer is properly connected to the television. Connect the tape recorder to the Color Computer. Insert the Pyramid tape and press the "Rewind" button on the tape recorder. Press "Stop" when the tape has finished rewinding. Turn on the Color Computer and television. Tune the television to channel 3 or 4. Press the "Play" button on your tape recorder.

Type C L O A D M and press ENTER . A blinking F will appear in the upper left corner of the screen as the computer finds the program. When the OK appears on the screen, type E X E C and press ENTER . Now you can make your attempt to get through the Pyramid.

How to Save an Expedition

If you have to interrupt your expedition, you may save your progress up to this point. When you start over, you will begin at the exact place you stopped, holding everything you had earlier. To save an expedition, you'll need a blank tape.

1. Remove the Pyramid Program tape.

2. Insert a blank, rewound tape in the cassette recorder.

3. Type S A V E and press ENTER .

4. The screen will show: READY CASSETTE.

5. Press the "Play" and "Record" buttons on the recorder.

6. Press ENTER . The expedition (up to this point) will be stored on the blank tape. When the tape has finished storing where you are, what you're carrying, and where you've been, you can rewind the data tape for later use, and continue exploring if you choose. If you shut your computer off, you can always return to this point in the expedition by using the Data tape you have just recorded.

Returning to a Previous Expedition

If you want to continue an expedition (from where you left off), follow these instructions:

1. Load the Pyramid Program tape (as described in the Loading instructions).

2. Remove the Program tape from the recorder, press any key to start the expedition.

3. Put the "Saved" Data tape in the recorder and make sure it is rewound.

4. Press the "Play" button on the recorder.

5. Type L O A D and press ENTER.

When the Data tape has loaded, the expedition will resume (with everything intact) at the point you left.

For the Truly Adventurous Only

Do you feel you're an exceptional explorer? Are you bored with games? The Ancient Ones have forseen these possibilities and have provided you with a "Secret Word" to enliven the expedition. The secret word is "PLUGH." Type the secret word and press ENTER. This feature is not recommended for the easily confused.

That is all I can tell you, since I really must be going. If I've forgotten anything, I'm afraid you'll just have to figure it out for yourself. Goodbye, good luck, and beware of the m . . .

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